



PROJECT GOALITION

*Romanos here - Rip boys it was a fun project*

*Mantis here. You idiot, we're coming back! Don't give up yet!*

**PRAISE FOR**  
**FTL PROJECT COALITION: THE OFFICIAL FEDERATION DATABASE**

***“This stuff is so detailed you could make a novel out of it!”***

*- Stormy the Nicest Mantis Dictator, official owner of the mod*

***“Its not as bad as it looks. More or less”***

*- Kix the Murican Slug, official co-owner of the mod*

***“If anyone is not sure what to do next or what is directionless in development, consult the DOCUMENT! It's like our B I B L E.”***

*- Romanos aka SomeFederationPerson, official manager of the mod*

***“Who gave the fookin rock edits?”***

*- Solid Boi, the official fookin rock boye of the mod*

***“To whoever deemed me “official idiot savant of the mod”, what does that even mean and should I take is as a compliment or an insult?”***

*- AgentTHEKat, official idiot savant of the mod*

# ***TABLE-O-CONTENTS***

*In case you already know what you're looking for*

<b>Backstory:</b>	<b>6</b>
General:	6
Timeline:	6
2698: The Rebellion crushed	6
2699: The Push for the Century	7
2720: The Stalemate	7
<b>Factions</b>	<b>8</b>
The Federation:	8
The Federation's Government and Ideals	8
The Federation after the Rebellion's defeat	9
Federation Naval Doctrine	9
Federation Weapon Doctrine:	10
Civilian companies and factions	10
Perseus Shipbuilding	11
New Hephaestus Shipbuilding	11
Prometheus Mining Conglomerate	11
Tandili StarDrive:	12
Xuanzang Trading and Shipping Company	12
	2

Taidaan Mining Collective	12
Cygnus Security Solutions	13
Zulfiqar Armaments Corporation	13
Arcadia Research and Development	13
Sector Defense Militiamen	13
New Genoa Private Security	14
Freelance Contractors	14
Coalition	14
Coalition Sectors	14
Coalition Rock Sectors	14
Coalition Crystal Sectors	14
Slug Coalition Sectors	14
Rebel Remnants	15
The Terest Doctrine and Rebellion tactics	16
Rebel remnant supporters (organisations)	18
The Colonial Loyalist Association	18
Rebel Privateers	20
Hephaestus Shipyard and Weapons Development	21
Sigma Mining and Demolitions	21
Colonial Trading Solutions	22
Pirates and brigands	22
Pirate Tribes and Clans	22
Mantis	22
Section one: Hive Mantis	23
Section two: Mantis Suzerains	23
Section three: Free Mantis	23
Slugs	23
Section one: Research Vessels	23
Section two: Non-aligned neutral merchants/mercs	23
Section three: Coalition aligned Slug	23
The Engi Machine Combine	23
The Zoltan Congressional Republic	24
Crystal Sectors	24
Rock Sectors	24
<b>Factions and vessels classification</b>	<b>25</b>
General outline of ship types	25
<b>Sectors</b>	<b>28</b>
Contested space	28

<b>Events</b>	<b>28</b>
Federation Capitol	28
Entry Dialogue:	28
Remembering Node 17 event	28
Civillian sectors	30
Sector arrival (Option 1)	30
Sector arrival (Option 2)	30
Sector arrival (Option 3)	30
Corporate sectors	30
Flavour Lore event: Corporate planet landing	30
Mining sectors	31
Flavour Lore event: Mining planet landing	31
Empty Beacon events (NOT FOR INFINITE MODE!)	32
Desertion event	32
<--! If No, I don't, is chosen, this option comes out.!-->	32
<--! If Yes, Sometimes, is chosen this option comes out:!-->	33
Rebel Remnant Sectors	34
Sector Guide	34
Sector arrival (Rebel Corporate Space)	35
Sector arrival (Rebel Militia-controlled)	35
Sector arrival (Rebel CLA Navy-controlled)	36
Sector arrival (Rebel Remnant High Command-controlled)	37
Arrival in Hidden Rebel Elite Sector (without Quest for Federation Shadow Fleet)	37
Arrival in Hidden Rebel Elite Sector (Quest for Federation Shadow Fleet)	38
All Rebel Sector Type Events	38
Loyalist Navy vs Militia (All Rebel Sectors)	38
Event: rebel decoy/Civ ship trading Event (All Rebel Sectors)	39
Option one:	39
Option One:	39
50% chance of this:	39
25% chance this happens:	39
25% chance of this:	39
Option two:	39
50% chance of this:	39
50% chance of this:	39
Option two:	40
Event: Abandoned Outpost (Militia, Corporate and Hidden Rebel Sectors)	40
Option 1:	40

Option 1:	40
Option 2	41
75% chance	41
Option 3 and 4	41
Rebel Argument (REBEL MILITIA, CORPORATE AND NAVY SECTORS)	41
Option 1	42
Option 2 & 3	42
Option 2	42
Option 1	42
Option 2	42
Option 1	43
Option 2	43
Corporate Rebel Sector Events	44
Rebel Mining Asteroid (Corporate Rebel Sectors)	44
Option 1	44
Option 2	45
Option 3	45
Option 4	46
Militia Rebel Sector Events	47
Rebel 'Loyalist' Outpost (Militia Rebel Sectors)	47
Option 1:	47
Option 2	47
Option 3	47
Naval Rebel Sector Events	48
Civilian Fleet (Naval Rebel Sector)	48
Civilian vs. Loyalist battle (Rebel Naval Sector)	48
Option 1	48
Option 2	49
Option 3	49
Hidden Rebel Sector Events	50
Event: Nebula Rebel Station (Hidden Rebel Sectors)	50
Option 1	50
75% Chance	50
12.5% Chance	50
12.5% Chance	51
Option 2	51
Option 3	51
Option 4	52

Federation Stealth vessels (Hidden Rebel Sector - 15% chance of receiving this event at the beginning of a hidden Rebel sector)	52
<b>Concept Weapons</b>	<b>53</b>
Cruise missile	53

## **DISCLAIMER**

FTL AND ITS ASSOCIATED FACTIONS, WEAPONS ETC ARE PROPERTY OF SUBSET GAMES (2012) AND NOT OURS. FTL: PROJECT COALITION DOES NOT OWN FTL OR SUBSET GAMES. WE WISH WE DID.

*(if you didn't know this then you are the big dumb)*

## **SECTION 1: TIMELINE**

*(Or if you want everything in a nutshell, basically rebels go die, federation be happy and ignoring the truth about the fact that they've been screwed over, zoltans get very mad, some dudes steal rebel designs, coalition gets founded or something.)*

It is an indeterminate amount of time after the rebels were defeated. Probs defeated around 2698. Weapons are scalable to level 12, as are drones. Artillery is now common and relatively widespread, with smaller weapons that small ships find hard to use becoming artillery weapons e.g. Glaive Beams. New types of weapons have begun to saturate the markets. The Galaxy is relatively peaceful and prosperous in some places... and a complete hell hole in others. The power gap left behind as the Federation waned has been filled by new factions like the now-expansionist Zoltan, and the new Coalition, as well as some sectors being taken over entirely by Corporations etc.

### **2698: The Rebellion crushed**

12/3/98: The Hero of the Federation destroys the rebel flagship.

22/3/98: The Player Character takes part in the Battle for Node 17. This battle pitted superior-quality Federation Cruisers heading into battle with a screen of Federation Scouts to engage a Rebellion base on the planet New Adelaide. The battle was a Federation defeat and left the Player Character heavily scarred mentally

3/4/98: Ares Weapons Industries, better known as AWI, the state company which made, among other weapons, the Leto, the Artemis and the Hermes, is put under scrutiny after a Rebellion Defector reveals that AWI sold weapons to the Rebellion.

4/4/98: The Director of Ares Weapons Industries, John Seyna, resigns.

24/5/98: AWI is liquidated by the state. This creates a giant gap in the missile and kinetic armament industries, and Cygnus, a rival arms manufacturer which specialises in energy weapons, quickly uses this opportunity to sell more energy weapons in the market.

26/5/98: The Federation manages to retake sector 9, which contains a large Rebellion Shipyard.

1/6/98: The Rebel Flagship's Prototype is found by a civilian survey vessel. The ship is in ruins save for the Missile Artillery. The crew of the ship, an engineer named Lombard and the Captain, Samir, take the weapon and commence reverse-engineering it.

25/6/98: The Federation retakes the Last Stand.

27/6/98: the Last Stand is made the new capital of the Federation.

29/6/98: the first resupply convoy leaves for the front lines in sectors 12, 14, 19 and 82.

2/7/98: The Hero of the Federation single-handedly destroys a Rebellion base, but dies in the ensuing battle, the ship destroyed by a lucky Hermes Missile shot that caused the reactor to go critical. Seeing an opportunity to topple her, Tully's rivals seize this chance to push their own agendas. They use the now-Commander In Chief Tully as a scapegoat for the entire debacle, bearing the full blame for the loss of the ship and its crew, and she is demoted to a midshipman as a result, but public backlash results in her demotion being revoked, and a lighter sentence of being demoted to a fleet admiral instead, sent to a backwater post where nobody comes.

6/7/98: Samir and Lombard found Zulfiqar Armaments Corporation, specialising in kinetic and explosive weapons, filling the gap left when Ares was liquidated.

## **2699: The Push for the Century**

1/1/99: The Federation begins the Push for the Century. This is an offensive aimed at wiping out the Rebellion strongholds still remaining, and liberating rebel-controlled sectors. This offensive, while with noble intent, came at a time when the Federation was very ill-equipped

3/1/99: Growing discontent within the Zoltan about their isolationism and pacifist ways leads a splinter group of zoltan called 'Zoltan Duskbringers,' who paint their ships part black and part



dark green, symbolizing the dusk and eventually fall of the old order, mount a coup against the currently in-power isolationist legalist leaders. This splinter group is strictly anti-federation, since they claim that the Federation Envoy was in fact to blame for the deaths of Zoltan in engagements against the Rebel Fleet when they invaded their sectors and homeworlds. In the coming months, thousands of refugees flee Zoltan Death Squads Within the Federation this is treated much like the Iranian Revolution of 1979.

4/1/99: Massacre of Crovan's Gate occurs. Federation troops are alerted of a rebellion enclave using civilian ships to raid Federation outposts. A case of mistaken identity, bad co-ordination and absolutely incompetent commanders turns the operation into a clusterfuck.

5/1/99: The Zoltan Duskbringers gain significant support from the Zoltan populace.

6/1/99: The Federation base hospital at Poltava is put under siege. The resultant Siege of Poltava lasts several months before the 3rd fleet manages to break through under the command of one Admiral Tully.

## **2720: The Stalemate**

24/4/20: The Federation and Zoltan fleets arrive in force in a sector in the outer rim of the galaxy, and this sector is dubbed 'The Standoff'.

8/6/20: The Federation launches a secret mission, dubbed 'Nighthawk', to begin a chain reaction and start open war against the Zoltan. They simultaneously increase their spying activities.

19/6/20: The Zoltan notice the increase in spying and launch their own mission, 'Those Who Seek the Stars.' They seek out Nighthawk agents as well, but are largely unsuccessful.

4/7/20: Both Nighthawk and TWStS end up publicized when a Slug, Sawka, whose network caught wind of the action decided it would be more profitable to let the world know what was happening. It kicks off a storm of debates and civil action, both pro- and anti-war. In addition, many question national security, since it was a Slug who tipped everyone off after all.

1/9/20: Things begin to settle, albeit far more tensely than before. Propaganda begins spinning Nighthawk and TWStS off as less threatening missions, and Sawka is on trial.

## **SECTION 2: Factions**

### **The Federation:**

*Good ideals, but full of corruption and can rarely keep a promise*

#### **The Federation's Government and Ideals**

- The Federation spans hundreds of sectors and is a democratic state which elects its members of office.

- The 'Federation Dream' is an ideal the Federation holds that all citizens will have access to cheap or free public services e.g. water and power, and their own housing, so that the majority would enjoy a middle-class or better standard of life.
- As you can tell from the random events, this worked out very well- bah who am I kidding the Federation before and after the war was a place rife with economic disparity (read on to find why)
- The Federation failed to achieve the Federation Dream, but came close to it during the Interwar Federation Golden Age in the 26th and 27th centuries.
  - The Middle Class managed to achieve this but the lower class remained the same.
  - This can be said to be partly the fault of the companies it contracted. They sold houses at massive prices to the Federation but were also corrupt, which meant that little work was done even though millions of credits were pumped into it.
    - This corruption is like the corruption and unfinished-ness of the MOSE project in contemporary Venice, Italy - unfinished, and the businessmen associated with it are under scrutiny for corruption. Other applicable examples include the Panama Canal Affair from 1892, where the government took bribes to stay quiet about the Panama Canal Company's Money troubles.
  - Part of the cause can be attributed to the Federation-mantis war, the decline leading to the Federation Civil War and the civil war itself, which raised prices on materials like aluminium and iron for 'non-essential industries' which were primarily for civilians, limiting economic growth. The Federation also had to tax its citizens more in order to create funds to fight the war, and eventually ended up borrowing from banks in order to pay for the war.
  - This war created an industrial boom, with more jobs due to increased orders for ships, materiel etc. for the Federation's war economy. As usual with industrial booms, some people benefitted and others did not. The number of unemployed decreased, but the minimum wage did not change at all. The big companies, such as Ares Weapons Industries, Cygnus Security Solutions, or as it was known then Cygnus Energy Weapons, Tandili StarDrive and the Rhea Mining Company, all benefited from this new boom. Smaller companies often suffered, since next to none of the work was directed at them.

## The Federation after the Rebellion's defeat

- The Federation is left with most of its leadership killed off or dead, and the council is now mostly businessmen or their puppets, or incompetent buffoons. Those who ARE competent are normally outspoken due to their comparatively small numbers.
- Due to the whole 'rebellion is taking over mah fucken beacons' thing hundreds of billions of people are homeless or jobless. The Federation is hard-pressed to provide even basic public services on some planets, while the planets in the inner core (close to the capital) enjoy life as it was before the war. Some things never change...

- Corruption.
- There is a MASSIVE power gap left in many of the sectors the Federation just left.
- The alliance with the zoltans got shaky after they started making incursions into former Federation territory that is currently unoccupied.
- In a Cold War with the Zoltan, and is in a 'Hot' war with the Coalition.
- Phobic of AIs due to rebellion, slightly veiled prejudice against Engis (think about the prejudice against Blacks in the Northern United States in the 60s- done not by law but by custom)

## Federation Naval Doctrine

- The Federation prefers fast fighters and 'fast' frigates performing precise strikes on enemy vessels, supported by heavy capital ships' secondary weapons e.g. ASB and artillery
- Federation Large Vessels
  - Federation specialises in heavier capital ships e.g. Drone carriers - so light cruisers and corvettes are completely absent from Federation doctrine
  - Cruisers are considered 'light' in the general scheme of ships as it is one of the lighter ships-of-the-line in the Federation fleet
  - Frigates are the ship of the line vessels and the Federation specialise in different classes of 'Frigates'
  - From the wars the Federation learned the values of boarding tactics- however this is only attempted with small two-man teleports on relatively large ships, or large 4-man teleporters on Boarding Vessels (former shuttles or Dropships).
- Federation Fighter Craft
  - Learning from the mistakes of the past and applying lessons learnt from the ongoing Zoltan-Federation Cold War the Federation has redone their doctrine on their fighters
    - The failure of the Federation Scout during the Rebellion and against Zoltan ships during the Cold War, made the Federation relegate it to patrol duties in Federation Territory, as Radar Pickets operating far from the front of any battle or as Electronic Warfare Vessels centered around quick movement and hacking.
    - Thus the former support/strike class, the bombers, which had proved itself as effective fighters, were instituted as Tactical Fighters or Strike Fighters
      - Strike fighters are specifically designed to punch a hole in enemy defences, thereby neutralising them with heavy kinetic weapons, while Tactical Fighters take on a multirole, space superiority fighter (often supporting the Strike fighters).
      - Tactical Fighters have laser weaponry (such as burst and hull lasers) compared to Strike Fighters, which have more kinetic/explosive oriented weapons

- Dedicated tactical fighter and strike fighters are currently in development.

## Federation Weapon Doctrine:

- Signature weapon: Energy Cannons ('Improved Energy Cannons' with faster cooldown and faster projectile speed available from Federation base (reskinned Federation Loyalists) event)
- Learning from past engagements with rebels and also the ongoing cold war against the Zoltan the Federation has picked up some new technologies:
  - Energy weapons are slowly replacing Ion weapons, since they do hull and Ion damage. They were developed in the cold war against the zoltan as a dual-purpose countermeasure. The Federation discovered that Ion tech and beam tech worked well at destroying Zoltan ships, but was unable to field enough. Zoltan ships' irregular and asymmetrical layout also rendered them hard to target with beams. Energy Cannons could penetrate a Zoltan shield and continue doing permanent damage to a system, and open up a zoltan ship to other, more damaging weapons, such as cruise missiles and lasers. Based off Zoltan Energy Blasts.

## Civilian Factions

Perseus Shipbuilding (not in game, and shouldn't be in game short of references and test stuff)

- Shipbuilding company of the Federation - In all essence they are a 'nationalised' company and one of the few companies making vessels worthy of the Federation's ideals
- Is the team behind the Federation Scout, Falcon-class bomber and the Kestrel
- Is predominantly civilian-oriented

## Vulcan Shipbuilding

- Made of defected rebel engineers along with some former Perseus personnel
- Builds strike craft and is spearheading strike/tactical fighter development
  - Favours heavy armaments with heavy hull armor with the latest in tech
  - Spearheads development of new strike/tactical fighter development for the Federation Navy
  - Uses captured rebel tech

Prometheus Mining Conglomerate (not in game- implementation needs to be soon.)

- Major mining conglomerate
  - Holds a major monopoly on mining rights in the federation
  - Tension within the federation to regain control of mining rights and redistribute them (essentially mining barons vs. Federation and smaller mining corporations)
  - Bought companies which struggled to stay afloat after the Rebellion- including the Rhea Mining Company, one of the biggest asteroid-mining companies before the Rebellion.
  - Mines metals e.g. from asteroids - often will find some ships stuck in an asteroid beamcom distress. Heavily mines ice off asteroids for usage by colonialists
  - Holds a monopoly on the water trade (their bread and butter for the space civilisation since water is kinda sorta rare in space)
    - Rare metals for production of heat-proof materials e.g. tungsten for blast doors, titanium for ship space-frames etc.
  - Also has a hand in the fuel trade but does not have monopoly on it (other corps and freelancers mostly control the trade)
    - Has a tendency to buy out competition... or use dirty work and underhanded tactics to make sure said rivals can't compete.
- Federation lacking funds so there is a push by members in the Federation to nationalize some elements of the company while redistributing to smaller mining companies
  - Possible questline: Prometheus hires you to do some... dirty work by killing off other freelancers or other corp miners mining the water/rare metals that Prometheus wants monopolies on.

Tandili StarDrive: (not in game)

- Fed cream with rebel blue instead of orange
  - Develop the ships and FTL drives for the Federation
    - *Questline for Tandili? Recover lost tech? Try new tech? Assist in development of a new starship via doing a simulated battle against it i.e. you fight a simulated version and see if you won, and then you fight against the real thing (on AI autopilot) and if you did it right you unlock a ship... \*GASPS\* SHIP QUEST RIGHT HERE!!!*
- Tandili is one of the few Federation Corporations that are still relatively 'on board' with the Federation dream
  - They are an 'independent' corporation but the Federation Department of Defence has a majority stake.
  - They develop some of the best ships for the Federation as well as developing superior FTL drives

- Currently out performing the Zoltan Congressional Republic in the Zoltan-Federation Cold War.

### Xuanzang Trading and Shipping Company (not in game)

- Dual role company - Trading as merchants and courier business
- Major shipping company - Has a hand in the Federation political climate
  - The Xuanzang shipping company can bribe officials into raising or lowering tariffs on specific planets or use their political influence- all in the sake of smoother trade deals.
- One of the major players on the galactic scale, has major stake in stock market
- Some sectors are jointly owned by Xuanzang and Prometheus, but both sides are attempting to take control of those sectors

### Taidaan Mining Collective (not in game)

- Mines gems off planets
- Pays a 1% commission to its workers for gems they find instead of wage work- this means that the miners find it very hard to advance through the ranks
- Gets its workers addicted to chems or alcohols, but charges the workers for their price so it is very hard for workers to get money and pay off their debts to the company- and also to stop having a dependence on the company.
- Slightly better working conditions than other mining corporations e.g. Prometheus.

### Cygnus Security Solutions (not in game)

- Rival to Zulfiqar Armaments and specialises in Laser weaponry
- Has a Mercenary branch as well which promotes Cygnus products and also provides merc services... to anyone who can pay, that is
- Uses new, shiny tech that hasn't really been battle-tested yet.
- Weapons they make: Energy Cannons, Focus Cannons (1px Charge damage beams), Normal beams, Lasers, Ions

### Zulfiqar Armaments Corporation

- Main competitor to Cygnus, specialises in kinetic and explosive weapons
- Uses older but proven tech.
- Makes flak weapons, missiles, mass drivers (essentially fast-moving 3sp missiles that are only targetable by def 2) and developed cruise missiles
- Looking to move into the Mercenary industry but market saturation prevents any real diversification in their products

## Arcadia Research and Development

- Arcadia R&D is a research company primarily concerned with cybernetics and other associated drone technologies.
- Also has a major hand in research and development for agriculture tech for Stations and Colonies
  - Has a hand in terraforming research
- Very powerful but has only light influence in Federation Space
  - More prevalent in the neutral Corporate Sectors
  - Acts more as partners to the bigger corporations

## taTranscendence Technologies (referenced in game)

- An influential biotechnology mega-corporation which only produces products for human consumers
- Developer of a wide range of cybernetics and biological enhancements
- Aims to improve and strengthen humanity to better compete with other races
- Credited with the development of advanced neurological reconstruction techniques (though not illegal, a technique known as Total Neuro-Reconstruction is controversial and has been considered inhumane by much of the galaxy)
- Market leader in human cloning technologies

## Sector Defense Militiamen

- Old Fed B green and yellow with this logo:



- 
- Protects civilian sectors from incursion due to how the Federation is a bit busy keeping the Coalition at bay
- Some militia squadrons work as freelancers
  - These mercenaries mostly sport their own symbols but sometimes they stick with the standard colour schemes

## New Genoa Private Security (not in game)

- Big merc company, branch of Cygnus
- Used by feds as peacekeeping in some sectors
- Not completely white morality- some grey, some black morality there
  - Provides 'Superior' security to its clients who are regular buyers of cygnus stuff

- Federation hires Cygnus to patrol places where it is spread thin or thinks is not necessary compared to front lines - think Contemporary Afghanistan's Private Contractors, e.g. Ugandan Guards at US bases (JAMBO~~)

## Freelance Contractors

- Simply a crew with a ship which roams around the galaxy looking for work. Have different colours e.g. black stripes on light purple, or red stripes on yellow.
- Recolours of Federation Scout or Rebel Fighter.
- Essentially what you become in the infinite mode after defecting

## Coalition

### Coalition Sectors

- Homeworlds with all 4 races

### Coalition Rock Sectors

- Religious Rock Sectors - Blue bois
- Use Coalition ships, supplemented by their own race ships

### Coalition Crystal Sectors

- Blue Shard Crystal race
- Use Coalition ships, supplemented by their own race ships

### Slug Coalition Sectors

- Purple Slug - Bankrollers, shipbuilders
- Usually join the main Coalition fleet

## Rebel Remnants

- Having lost the war the upper echelons of remaining Rebel Armada fled to hidden Nebula sectors and other less-travelled parts of space
  - *Think First Order but less retarded also with less manpower and no giant unrealistically idiotic planetary cannons and/or idiotic plans or incompetent officers - Stormy & Romanos*
- The Elites from the remnants of the Rebel Armada fled to unknown regions of space, regrouping and rebuilding infrastructure in the area
  - Rebels are unable to mount huge offensives due to the loss of the "rank and file" of the Rebellion



- Hinted that the Rebels purged many of their high-ranking personnel who could have revealed the data about the Rebel Flagship.
  - The true leader of the Rebellion is unknown, but Federation Naval Intelligence suggests an AI
- Terest Doctrine put in place in order to cut back the losses they had suffered following the scattering of the fleet
  - The doctrine stated that the remnants of the Rebel Armada were to convert the majority of their fighters and support craft into interceptors, while a quarter of their fleet was to be melted down into light destroyers and highly maneuverable corvettes
    - They were then tasked at staging hit and run attacks on high profile Federation targets
  - The rest of the capital ships and the reserve fleets (the rank and file rebel forces) were transferred to the Colonial Loyalist Association Navy - the militarised political wing of the Rebellion, who would act as a screening force and would tie down and distract the Federation, but also continue the war and try to regain losses
- The Picket fleets that the Rebellion had are now under the control of the Colonial Loyalist Association Navy as an auxiliary force
  - They continued the war for the Rebellion while the Elites rebuilt in the unknown regions
  - This auxiliary force (the CLA Navy) managed to fight the war to a standstill (though there were still HEAVY losses on both sides)
  - However, the failure to capitalise on their gains and the new setbacks for CLA forces prompted Rebel High command (who had just finished their purges), to create the CLA Militia, a highly disorganised force who consisted of conscripts, political idealists, and pressed into service low scale militia forces and mining personnel
    - The Militia were essentially a glorified raiding force and while they continued to follow the CLA Navy's original goals in the Terest Doctrine, they were also responsible for patrolling Rebel Space, and plugging holes in which the CLA Navy can't fill
  - This has prompted tension between the Militia and the Navy, while the Rebel Elites play politics off them
- Civilian life within the Rebel sectors is non-existent, the remaining loyalists are devoted to the Rebellion unto death, in which the civilians are expected to enlist into the Rebellion. The citizens live under constant martial law since they are considered, in effect, part of the Rebellion.
  - This includes heavy rationing, daily rallies to the legacy of the Rebellion, no social mobility and non-existent luxuries. Life is highly monotonous, but the loyalists are indoctrinated heavily into the loyalists.

- Lifestyle on the borders of rebel sectors is highly chaotic. Constant raids by rebel ships meant the Federation has had to contract mercenaries and corporations to maintain control over these border sectors
  - However recent Federation Centralisation has put the Rebel holdouts in a precarious position, in which the Federation has begun to slowly take out these holdouts, making civilian life even worse (in an effort for the Federation to secure its borders)
- All ships have been mostly put out of service due to continued use without maintenance and a battle known as the Battle for Node 17.
- **Make no mistake, the Rebellion is not weak and is still very strong and still hold A LOT of territory (if not bigger than Coalition Space), however the collapse of the Armada during the destruction of the Rebel Flagship has made it hard for the Rebellion to regain territory.**
  - The Rebellion has had their fortunes turn as the Federation focuses on fighting the coalition, as the Rebellion now can focus on those territories out of the Federation's reach as well as opportunistically grab territory from the Coalition and other independent powers
    - Corporate, Civilian (Local Independent Powers with Militias), and other independent powers are all at risk

## The Terest Doctrine and Rebellion tactics

- Rebel ship tactics changed after their major powerbase was destroyed by the Federation in the 2 years after the Federation Offensive known as 'The Push for the Century' 2698-January 23 2700
- The basic points of the doctrine are:
  1. Federation bases are weak to swarms of small, maneuverable ships swarming them and causing massive damage as seen in the Battle for Node 17. Smaller ships are also more cost-effective and allow for more fully-outfitted ships in service at the same time.
    - a. *This is necessary for the survival of Rebel Veterans therefore high speed vessels such as Interceptors and Corvettes for more higher grade targets are needed to strike at priority Federation targets*
    - b. *Use your maneuverability and speed to survive in a dogfight. Your hull is weaker than a contemporary Federation Vessel's - do not expect to win against a Federation ship head-on - this would be suicide and a waste of valuable manpower and materiel.*
  2. All veteran forces are to be placed under decentralised command replying to a high command
    - a. *Stay mobile - High command orders that all ships should continually move randomly and erratically between bases to avoid detection by Federation Patrols and to increase chances of finding a civilian ship to raid and capture.*

- 18

## Rebel remnant supporters (organisations)

### The Colonial Loyalist Association

- The Colonial Loyalist Association are a group hyper-aggressive Anthropocentrist who operate under the same banner (think how the Rebel alliance in star wars used to be a lot of individual cells which banded together - Stormy). Before the Rebellion it was an organisation known as the Human Resistance Front, which aimed to 'Curb the spread of aliens through human territory' and 'ensure human dominance for the years to come'. Like many rebellions it was initially just an insurgency on frontier planets, especially mining planets, where Aliens such as the Rock and Engi were taking over jobs as manual labourers and technicians.
  - Triggered by increased presence of aliens on human colonies and increased xenophobia
  - Popular on the outer colonies, where jobs were mostly manual labour, repair and combat - things that aliens could do much better e.g. rock, engi and mantis.
  - They eventually became the main political 'wing' of the Rebellion, with many of the Rebellion's high ranking staff were a member of the original Human Resistance Front.
  - Professes that the Aliens are controlling the Federation's thoughts, and slowly taking over, making them 'unfit to be called human'.
    - Says all aliens are 'non-human' and those who ally with aliens are 'subhuman', essentially labelling them as animals.
- Still in charge of the Rebellion to this day, and still profess the anthropocentrist elements of their ideology, albeit including the Federation within their assessment of 'sub-humans or non-humans'.
- The Rebellion, demonized by the Federation, actually does care for its people better than the Federation does. Healthcare, food and public housing are provided to all people under its rule for free. Education is also free, even though most of it is actually training to be a rebel.
  - Corruption is virtually non-existent, Rebel indoctrination and it's 'police force' systematically rooted out any 'dissenters' or 'traitors' that directly hindered the Rebellions societal efforts
  - Routinely patrols their systems heavily, and destroy any intruders, whether they be pirates, slavers, or simply civilians who came to the wrong beacon.
  - Due to the lack of Corruption and the fact that all projects are state-funded and all the people are indoctrinated, progress is very fast inside the Rebellion.
  - However while they do provide superior welfare to the people, it is under the guise of Rebel Anthropocentrism.
- ***Their military arm is the Colonial Loyalist Navy and Militia***
  - The Navy is made up of the remnants of the lower level Rebel Navy and those loyalists who have had previous military experience in Colonial Militias

- **The navy believe that the order once possessed by the now scattered Rebel armada will bring them back to former glory. This order also applies to their political agenda.**
  - *Henceforth, they push for standardise warfare among the Rebel Elites (which is relatively popular yet the Rebel elites use this sentiment to screen their true military and political agenda)*
- The navy is more experienced than the militia and part of the Terest Doctrine was to retreat with the elite elements of the now scattered Rebel Armada while the Colonial Loyalist Navy fought Federation Fleets either to a standstill or committed strategic retreats in each sector
  - However only commanding officers can keep order and once they're eliminated, all order breaks down
  - Currently the Federation stands at a stalemate with the CLA navy, as the war between the Federation and the Coalition has affected the CLA and the Rebels too - they face attacks from Coalition forces on their fleets.
- The CLA Navy does possess picket fleets like the Rebellion did at its height, but their strength is greatly diminished
  - Currently in the process of rebuilding (with the support of the Rebel's 'corporations')
  - They currently patrol CLA (essentially rebel) space
- Since the Rebellion proper (the elite elements) could not melt down all their ships, a lot was 'donated' to the loyalist navy
  - **Henceforth you will see in the Colonial Loyalist Navy have the old rebel ships supported by captured Federation/Engi vessels as support craft (Federation ships often being used as fighters when shortages arrive)**
  - *Overall they despise the use of Alien Tech (Engi are a slight exception but are nonetheless discriminated against), but they are more civilised in their reasonings*
    - *Human tech is generally easier to use*
- *Official name for the navy is the CLA Navy (CLAN)*
- The Militia is made up of conscripted individuals who form the cannon-fodder of the Rebellion
  - **The Militia believes in the ideological aspects of Human Anthropocentrism and this applies to military aspects as well as political**
    - *While the navy believes that the Rebellion can return to greatness politically by peacefully lording over other species under the guidance of the Rebellion (which is what happened initially in the height of the Rebellion), the Militia believes that the ideological aspects of the Rebellion must be put to the extreme, making humanity the sole heirs to the galaxy*

- Conscripted from either civilian trading/mining backgrounds, or the unsavoury type such as mercenaries, pirates, space tribals and criminals.
- New recruits that willingly join into the Colonial Loyalist Association are often put into the militia (no skill in battle)
  - They are poorly disciplined, often retreat from battle and are treated as uncivilised and trigger happy
  - Those who prove their 'worth' can be promoted into the CLA Navy
- They often raid civilian territory as a means of gaining wealth and disrupting Federation advances to recapture territory
- They possess their own fleets but their fleet is practically a joke to the Federation
  - Highly disorganised, no real hierarchical command, mutiny often inevitable, and retreat when their leader is killed
  - Often are put into battle without any clear objective
  - **They use captured equipment (Federation and Engi), and are often in shoddy condition. Some ships are even constructed with parts from other ships. (TBA in update 0.5 - Stormy)**
  - *Overall they despise the use of Alien Tech (Engi are a slight exception but are nonetheless discriminated against)*
    - *Nationalistic reasons*
- **MOST IMPORTANTLY - Colonial Loyalist Navy and Militia are constantly competing for the influence among the Rebel Elites (advantage to Federation but they are significantly too weak to increase the unrest to create an insurgency within the insurgency)**

## Rebel Privateers

- The Rebel Privateers are almost an organisation in itself
  - Rebel Privateers are contracted mercenaries to operate in areas unreachable by the Rebellion
  - While no glorified pirates like the CLA Militia, they were not as organised as the CLA Navy
- Privateers are paid in scrap and debris, as well as the credits that they find onboard any and all vessels they raid, in exchange for the vessel itself and 90% of cargo other than credits.
- They pilot captured vessels from other alien races and repaint them with rebel colours. Henceforth, this makes them a new kind of pirate group under Rebel command (as opposed to the CLA Militia who are strictly users of human or human-accepted ships and are under official command of the Rebel Elites)
- They remain a mystery to its inner workings (whether they are actually organised or just loose groups) but they remain critical to hindering the advancing Federation and Coalition

## Hephaestus Shipyard and Weapons Development

- State-owned weapons and ship manufacturer for the Rebel Holdouts
  - They were originally a corporation under the Federation's navy but after their design for a new Federation scout design, heavier and better-armed than before, was rejected they had no contracts for a while until the Rebellion Insurgency contracted them to build the Rebel fighters and riggers.
- They weren't eventually nationalised at the height of Rebel power unlike many companies, however the fear of nationalisation made their head engineers and much of their staff defect to the Federation, with the remnants of the company becoming an arm of the Rebel Naval Department after they nationalised it to stop more escaping personnel.
- Originally they produced massive capital ships for the Rebel fleets, including the advanced Rebel flagship
  - However now they produce small rebel craft in accordance to the Terest Doctrine
- They produce many armaments, some of which is under licence and others unlicensed. These include Ares Weapons Industries weapons (now becoming increasingly obsolete) after they sold a license to them.

## Sigma Mining and Demolitions

- Front/puppet company to produce explosives for use in IEDs and also make ammunition for the rebels.
- Creates asteroid bases for the Rebels through 'mining operations'.
- Mines Iron, aluminium, silicon and water from asteroids
- They only sell or trade around 30% of what they find. The rest is used for the Rebellion's purposes. Scrap received goes to Colonial Trading Solutions for trade deals.
- While they did carry out 'legitimate' mining operations whenever they got their hands on valuable materials such as Deuterium, uranium or fuel, the resources would only go to the rebel war machine.

## Colonial Trading Solutions

- Trading and mercantile company which is a money laundering scheme for the rebels, and also acquires most of the material used, from weapons to augments.
  - The Company's ships are often used in raids on civilian vessels by the Rebels. They are virtually untraceable due to their use of basic civilian colouring.
    - Essentially acted as Privateers of the Rebellion
- The 'legitimate' elements of the trade was between rebel worlds which the rebels control. The more illegitimate trade deals were often decided by extortion, bribes and threats.
- All personnel associated with the company are in fact Rebellion Elite personnel or heavily indoctrinated loyalists.

# Pirates and brigands

## Pirate Tribes and Clans

- Mostly solitary raiders operating on their own.
- Some are organised into raiding clans or tribes (Mantis and alien races) and others are lumped together into piracy 'corporations' (mostly Human, Engi and Zoltan)
- The Rebel Privateers
  - The Rebels use captured civilian vessels as disguised vessels to lure Federation and civilian ships into boarding them or docking with them, and then killing all the crew.
  - These civilian vessels are human traders and militia ships.
  - While not technically part of the Colonial Loyalist Armadas, they are grouped with them because they are not officially rebels but affiliated with them in any case.
- The Ares Pirate Clan
  - Former Ares Mercenaries who have been put out of a job by the collapse of the Ares Weapons Corporation, these pirates are heavily armed and highly skilled. They use mostly Federation Fighters along with captured Rebel vessels.
- The Lost Suns Clan
  - The Lost Suns Clan inhabit some sectors of deep space, and are made up of primarily rockmen or crew which have devoted themselves to the Rockman Religion. These pirates use predominantly rock ships, coloured with red stripes instead of your normal purple stripes of a normal pirate. Gone is the Kraken Skull of the average pirate, replaced by a Red sun, signifying that they are part of the Lost Suns- if their red stripes did not make that clear enough.

## Mantis

- Section one: Hive Mantis
  - The common-and-garden-variety mantis. Red paint on ships. They appear to act independently but in fact they are all loyal to a single Mantis Suzerain. Hive mantis allegiances depend on the allegiance of a Suzerain. The majority of Hive mantis fight for the Coalition.
  - They usually join the Coalition on big campaigns but tend to not join the alliance when the campaign goes south
- Section two: Mantis Suzerains
  - Blah blah blah explosions stuff. Mantis B scheme.
- Section three: Free Mantis
  - Blah blah. mantis c scheme with glowy bits



## Slugs

- Section one: Research Vessels
  - Blah yellow scheme
- Section two: Non-aligned neutral merchants/mercs
  - Blah red and brown
- Section three: Coalition aligned Slug
  - Bankrollers of the Coalition

## The Engi Machine Combine

- Known as the Engi Machine Combine
- Neural Networking creates complex AIs out of millions of smaller nanobots
- Linked together via means of a larger neural network called 'The Harmony'
- Engis are capable of uploading their intelligence to the Harmony and becoming what they refer to as the 'Free ones'.
- Their ships are capable of combining into even bigger ships
- Their ships are also their homes (hinted in engi store dialogue 'all your needs for your travelling home')

## The Zoltan Congressional Republic

- Known as the Zoltan Congressional Republic - A Moral democracy that promotes 'Pacifism through Force' i.e. using threat of force rather than actual force to induce peace.
- The Zoltan became more militarised after the Rebellion, since they saw the value of having a viable military force to stop foreign incursions from reaching their space.
- The Zoltan became expansionist after the collapse of the Rebel fleet, seeing the impact of humans of the galaxy unacceptable towards attaining peace
  - Those who had supported the federation were silenced by militarist 'peace promoters' (they support peace through hegemonic power)
    - Essentially to become a more Hard-right version of 1950s-70s US of the galaxy
- They despite their 'wisdom' are still aloof in galactic affairs, preferring to be dogmatically pacifist and ignoring galactic issues

## Crystal Sectors

- Peaceful but radical red shard Crystals - Neutral
- Revenge seeking blue shard Crystal - Coalition aligned

## Rock Sectors

- Crystal blue aligned Rocks - Coalition aligned
  - Like crystals looking for a *return to the old ways*
  - Strict to their religion - but abuse power for their own gains
- Inquisition - Coalition aligned, essentially they were ruling elements but an overthrow following the war and the re-emergence of the crystal made them switch to Coalition
- Status quo Rock powers - Neutral
  - Reform religion and more of a *do what thou will with thy law guys* (kinda like the protestants) - use religion as a guideline, still totalitarian by nature but the war shook their beliefs and humbled them, and being impressed by the Federation's perseverance, they align more to the Federation as they stopped the Rebel advance across space

## Factions and vessels classification

### General outline of ship types

- **Light Ships - MILITARY VESSELS**
  - Scouts
  - Interceptors
  - Fighter (Tactical and Strike) - *Stealth is considered a subsection of this class*
  - Bomber
  - Light Defence Platforms
    - *Think BSG Vipers, Elite Dangerous Fighters and Star Wars Fighters - But would be FTL capable*
    - *Light defence platforms are either heavily or completely automated vessels which simply contain weapons, shields and oxygen. Nothing much else. Auto defence platforms, where used, have rudimentary piloting/engines (nothing above 20% evade)*
    - *Theoretically in lore: they would be 1 seater fighters or 2 seater heavy fighters/bombers, but for gameplay purposes, they would be ships with 1-3 crew*
    - *4-7 health*

- **Medium Vessels - MILITARY VESSELS**

- Assault Craft
- Patrol Craft
- Gunboat
- Corvette
- Sloop
  - *Think The Expanse ships (4-8 manned vessels), Star Wars Freighters (e.g. Millenium Falcon, The Ghost)*
  - *They usually staffed by 4-6 people*
  - *8-15 health*

- **Large Vessels - MILITARY VESSELS**

- Destroyer
- Light Cruiser
- Frigate
- Cruiser
- Bombardier Frigate
- Stealth Cruiser
- Assault Cruiser
- Resupply ship
  - *Largest Vessels - Think Vanilla Cruisers piloted by the player character*
  - *Staffed by 6-10 people*
  - *16-22 health*

- **Capital Ships - MILITARY VESSELS**

- Merchant Carrier
  - *Tiny ship, often refitted bulk carriers, only 2-3 fighters*
- Heavy Cruiser
- Battleship
- Dreadnaught
- Escort Carrier
- Fleet Carrier
  - *Think Battlestar Galactica capital ships and heavy ship of the line battleships from Halo*
  - *Background fleet ships*
  - *Accompanied by other vessels*
  - *They can launch light ships - Interceptors, Fighters and Bombers*

- **Stations and Platforms - MILITARY PLATFORMS**

- Satellite
- Military Checkpoint
- Weapons Platform
- Missile Platform
- Resupply Station
- Military Station
- Military Outpost
- Military Asteroid Installation

- *Military platforms are essentially stations armed to the teeth*

- **Light ships - CIVILIAN VESSELS**

- Shuttle
- Racing Vessel
- Mining Shuttle
- Solar transport

- *Very small vessels, meant for transporting people at sublight speed, although some are equipped*

- **4-6 health**

- **Medium Vessels - CIVILIAN VESSELS**

- Research vessel
- Mining ship
- Salvage craft
- Repair ship
- Agricultural Transport
- Medical Transport
- Cargo Transport
- Supply Vessel

- *Your average FTL traveling entrepreneurs*

- **8-15 health**

- **Large Vessels - CIVILIAN VESSELS**

- Cruise Vessel
- Supply Cruiser
- Refinery ship
- Liner
- Luxury Liner
- Industrial Transport Vessel
- Flattop Carrier
- Freighter

- *Larger vessels that are used mostly by Corporations and Rich people*

- **14-20 health**

- **Stations and Platforms - CIVILIAN PLATFORMS**

- Refueling Platform
- Trade Platform
- Automated Defense Platform
- Sensor platform
- Civilian Station
- Customs Station
- Science Station
- Blackmarket Station
- Civilian Outpost
- Trade Outpost
- Asteroid Installation

- *Stationary vessels with minimal piloting and engines, Platform < station < outpost*

- *Outpost normally self-sustainable*
- *Platforms usually automated*
- *Stations in-between*

## Sectors

### Contested space

Contested space sectors are sectors which are the front lines of the cold and hot wars the Federation is fighting. Here, the zoltan and Federation fight their proxy wars, and the Coalition fights the Federation on the other side. You'll find MANY hostile events here, however Coalition Fleet Jumps will be halved.

## Events

### Federation Capitol

#### Entry Dialogue:

The Orion system - The Last Stand.  
A haunting pair of names for many.

Or as it is now known, The Federation Capitol. On the 12th of March in 2698, the Rebel Flagship was destroyed, and on the 25th of June the sector was retaken. On the 26th this was proclaimed as the new capital, and it's remained that way ever since. Trade booms here and the sector has been wiped clean of pirates, but to many Federation captains, this sector is a place for haunting memories, and lost innocence...

1. Continue

## Remembering Node 17 event (COMPLETE)

Unique event.

Your ship jumps into a node in space with the wrecks of Federation cruisers still floating around. One hulk seems familiar, but you can't place what exactly about it is. There is a small space station nearby, which you and your crew board for some drinks while the FTL charges. The skipper of the civilian station gasps when he sees you, and rushes to salute you and offers some free fuel to you.

"Welcome back to Node 17, sir!"

[3 moar fuel gained]

1. "Oh... that place..."
2. "Yeah, I remember here, alright..."

<--! Both choices lead to: !-->

"Yup, that's here," he says. "You were the sole survivor, weren't you?"

But you aren't listening. You're taken back to a battle long-gone, at the god-forsaken hellhole of Node 17...

1. Continue...

It was 2698, and you had your first command. A cruiser. And then your orders came up and you got whisked off to Node 17. Mission objective: destruction of the Rebel base. And the trouble started only six miles out. A black and red cloud blotted out the stars and came closer, closer, closer...

1. "The auto-scouts..."

The auto-scouts swarmed in like black locusts with red eyes, gathering around the ships. Then one-by-one they began crashing into the cruisers. You can vividly remember the flashing red lights in the Command and Control center as the swarms of AI ships destroyed one system after

the other. One, two, three, four... systems went red all over. You watched your crew die, one by one... while you were powerless to stop it. One of the Ensigns shoved dragged you out of the Command pit and then chucked you into an escape pod, and saluted you one last time. Then he ejected you out from the ship as it blew up into smithereens. Why do good people always die quickly?

1. "..."

You zone back to reality and realise you're sobbing quietly. You brush your tears off and the civilian takes you down a path to the memorial. There are names and a short paragraph inscribed with gold onto black obsidian.

1. Read the inscription

"Node 17, Where the Best and Bravest of the Federation fought in a battle to the death. May their names forever be etched in stone, an eternal monument to their bravery in the face of overwhelming odds," it said. Gold etched into cold, black obsidian.

1. Continue reading.

You read down the list of names, until you read the name of your old ship- and it is there you break down and cry. Tears roll down your cheeks, in memory of the fallen. War never changes. It's just brutality repeated again and again with different people. But love for family and comrades never changes either. It's a comforting thought. Eventually you pick yourself up and return to the ship.

1. Continue.

## Civillian sectors

### Sector arrival (Option 1)

You arrive at a bustling civilian sector. This sector it seems hasn't been affected by the Rebellion or Coalition, however with the local militia engaged against piracy, you will have to rely on yourself to defend against lone pirate ships.

## Sector arrival (Option 2)

This civilian sector was hard hit by the war and the federation has left the defence of this system to local militia. While there has been evidence of a corporate take over, it seems the local militia has managed to contain their activities to strictly business.

## Sector arrival (Option 3)

You arrive at a civilian sector in the firm control of the local militia, ruling with an iron fist. The opportunistic junta has stemmed the tide of pirates, mantis raids and corporate aggression.

## Corporate sectors

Flavour Lore event: Corporate planet landing

There is a planet that is bustling with activity nearby.

1. Land on the planet and see if there's anything to do.
2. Ignore

If option one chosen then:

As your crew takes a bit of shore leave, you walk around the city. The middle-class and upper class suburbs, located near the center of the city, glitter in the night sky, and the streets are brightly lit.

1. continue

Just outside the city there's the old, dilapidated slums where the majority of the working class lives. The streets are not as bright as the city. A cold wind blows, making the people on the street shiver. They're dressed in thin clothes... You simply turn up your coat collar, and walk off. But the inequity between the two areas nags at your mind...

1. Return to the ship...

## Mining sectors

Flavour Lore event: Mining planet landing

There is a planet that is said to be a mining planet nearby.

1. Land on the planet and see if there's anything to do.
2. Ignore

If option one chosen then:



The Spaceport is simply landing pads scattered around a few buildings. air is quite dusty, and the skies are grey with smog. The air outside is barely breathable, and your crew stays inside the ship. There's a few merchant ships and a militia ship parked outside, but nothing much else. Should you go outside while you wait for the ship to be refueled?

1. Walk outside
2. Stay inside

You take a mask and walk outside into the smog-filled air. There are two buildings, one to the left, one to the right, and one directly in front. but you will probably have time to visit only one.

1. Visit the one on the left
2. Visit the one on the right
3. Visit the one in front of you
4. Ignore them and walk back to the ship.

Whatever option you choose you will get to visit the canteen, or the medical office.

#### **Canteen option:**

You open the door and you seem to have entered the canteen. There is the crew of a merchant ship and some miners getting served a meal. You can easily tell the miners apart from the merchant crew, since they're wearing dirtier clothes than the merchant crew.

1. Have a look around
2. Leave

Upon looking at the miners, it seems that some of them are younger than what the Federation mandates as the youngest working age- one miner is too small for the adult-sized attire they gave him, and seems to be barely 15. They all cough often. Even if their working conditions and ages might breach Federation Law, you can't do anything- in this sector the Mining Company's word is the de-facto law.

1. Leave and go back to the ship

#### **Medical office:**

You open the door and have a peek inside. The doctor is asleep at a table, and a bottle of a lurid, brown liquid which appears to be alcohol of some sort is open next to him. There are medical records scattered on the floor.

1. Pick them up
2. Leave

You pick up the records, and can't help but take a little peek at them, but one record in particular catches your eye. It contains the records of a miner who's... you blink your eyes to check you read that right. You did. They sent a miner who's not even 15 to work in the mines, and he's suffering from Silicosis as a result, and the mining company is giving him... opioids to stop the pain?!. You quickly place the records down on the table.

1. Read further
2. Leave quickly before you're noticed.

You continue reading. 'Miner C. Johnson complained of silicosis. Given opioids to stop pain. Treatment worked. Opioid medication dispensed every week.' you read file after file of medical records of miners having been treated with opioids, and another containing multiple miners' problems with substance addictions due to being given treatment which contained types of said substances. Do they give out drugs like candy out here?

1. Continue reading.

The final entry is a log entry from yesterday. 'Miners given different stimulant pills and results compared to the normal pills. Side effects were seizures in some but mostly harmless. Most had dilated pupils. According to reports productivity increased by 10%.' You shut the file and walk out. The Company's word is Law here, but you keep thinking... how could the Federation let this happen within its own territory?

1. Return back to the ship...

## Empty Beacon events (NOT FOR INFINITE MODE!)

### Desertion event

Note: this is the event that will give you the option to go into Infinite mode IN-GAME. WITHOUT INSTALLING ANY INFINITE SPECIFIC MOD ADD-ON. Happens sectors 1-8. Can happen multiple times if desertion is refused.

One of your crew walks up to you. "Captain, do you ever feel like Deserting?" he asks.

1. Yes, sometimes.
2. No, I don't.

<--! If No, I don't, is chosen, this option comes out. !-->

"Oh, okay," says the crewmember. He walks off, and leaves you thinking- The Federation is good, right? Did he want to desert? No, why would he? Wait, why would your OWN crew want to desert if the Federation was good? Perhaps there was something else to it... Or is the Federation not as good as they say?

1. Continue...

<--! If Yes, Sometimes, is chosen this option comes out: !-->

"Really, Captain?" says the crewmember, pausing slightly. "Why is that?" [Warning: defecting causes the Federation to be hostile... but activates Infinite mode and enables some other... hidden features.]

1. "I've seen what happens inside Federation space."
2. "On second thoughts, not really- the Federation keeps the peace."

<--! Option one: 50% chance of either this or something else !-->

Your crewman turns around, and shouts "Traitor!". He leaves in a shuttle, but not before sabotaging your ship, and calling in a Federation ship to stop your escape. Weapons up!

<--! This results in your ship being mildly on fire and two random systems damaged, and a hostile Federation ship jumping in to engage. Most likely a cruiser or battlecruiser !-->

<--! After fight: !-->

The ship breaks apart, and you realise something... You just killed a ship full of your brothers-in-arms. You hold a meeting with the crew, and the crew votes in favour of desertion. Away from the Federation. It would be easy to escape the Federation in the depths of space.

1. continue

Your engineer rigs the FTL Drive to take your ship, and your crew, far, far away. And as you look outside before the jump, you realise that your true brothers in arms weren't the Federation. They are your crew. And now, you are a freelancer. You can explore the depths of space, or perhaps solve the problems along the way...

1. Continue

### <--! Option one: Other 50% it turns out like this: !-->

Your crewman sighs in relief. "Look sir, it's just that the crew had a meeting last week, and we decided that we're going to desert. We were going to mutiny if you didn't want to, and... I'd have hated to see you killed."

1. "... Thank you."

Your engineer rigs the FTL Drive to take your ship, and your crew, far, far away from the Coalition and probably the Federation, into Deep Space. And you realise that your real brothers in arms weren't the Federation. They are your crew. And now, you are a freelancer, but the Federation might not take too kindly to you... You can explore the depths of space, and perhaps solve problems you find along the way...

1. Continue

## Rebel Remnant Sectors

### Sector Guide

- ❖ Rebel space is divided into 4 types of sectors
  - **Rebel Corporate Space** is considered a type of 'civilian' space and all, at first glance, be labelled as a 'corporate' sector but Corporations give the appearance of being independent but are mostly a front for the local Rebel sympathisers. *Economic activity as relatively normal in this region (similar to corporate territories) but the region is somewhat contested in this region as local powers and the CLA Militia are skirmishing in the area.* These territories are mostly border territories between Corporate, Civilian (Local Militia), Federation Space. Mostly contains ships from the CLA Militia and Rebel Privateers, as well as corporate 'Rebel' ships from Sigma and stuff. The Federation has not much

presence here. These sectors are the more peaceful variant of rebel sectors, and you'll get less guys trying to kill you.

- **Rebel Militia-controlled Space** is often mistaken as pirate space, and will be named as such... This area is an active warzone as CLA Militia and Rebel Privateers raid with impunity within these areas of space. *Economic activity in this area is non-existent therefore you won't see Rebel Corporations in the area.* Mostly contains ships from the CLA Militia and Rebel Privateers. Pirates are non-existent since the CLA and the Privateers want ALL the plunder available.
- **Rebel-controlled Space**, is considered the heart of Rebel Space. Under control of the CLA Navy, they continue the war. Therefore you will see the core of Rebel life, which is currently under emergency martial law and continues to this day. *Most Economic activity and by extension Corporations are under CLA/Rebel Elite Control and therefore are an arm of the Rebel war machine.* Expect Rebel Fighters, and Rebel Riggers - But also a few number of Rebel Elite Interceptors.
- **Rebel 'Hidden' Space**, is the beating heart of the Rebellion. It contains the remains of Rebel leadership. Shows up as an 'unknown' sector, and will be named as such. This area is not well known and is considered wild space, hence being a perfect place for the Rebel Leadership to hide. *No independent economic activity exist though opportunistic lone traders and explorers scout the area and are somewhat willing to make you deals.* There are also rumours of a shadow fleet hiding out in these sectors, waiting to strike at the Rebel leadership...

## Sector arrival (Rebel Corporate Space)

The new sector you have arrived in, has been advertised as a joint rule under Hephaestus shipyards and weapons development, Colonial Trading Solutions and Sigma mining and demolition. While you assume this a newly minted corporate sector, Federation spies have noted that these companies have previously associated with rebel sympathisers and thus are likely to hide the remains of the Rebellion...

You jump in. Reports from a local station officially state that this territory is heavy with Sigma Mining and Demolition Facilities and Personnel, and reports exist that Colonial Trading Solutions is setting up outposts within this sector. However, Federation Naval Intelligence has reported that these Corporations provided safe harbour for Colonial Loyalist Association Ships, indicating Rebel involvement in the region. With CLA Militia 'peacekeeping' forces and

'pacification' fleets raiding with impunity, the Local Militia has been hard pressed to provide protection from Rebel raids...

### Sector arrival (Rebel Militia-controlled)

You jump into a sector heavily affected by the war. This is the stomping ground of the CLA Militia, jumped up Colonial Nationalists who have been raiding this sector with impunity. While the Loyalist Militia are mostly indistinguishable from pirates, their alliance with the Rebellion makes them even more dangerous. Be prepared for anything...

You jump into a sector still suffering the after-effects of the civil war. Local militia have been struggling to maintain a foothold in this sector against heavy Colonial Loyalist Militia raids and have gradually lost influence here. This is CLA Militia territory, and with their chaos comes uncertainty, and unpredictability. Be on your toes...

You jump into a heavily ravaged sector. Years of CLA Militia 'pacification' and 'peacekeeping' has ruined this sector. But while the CLA Navy has arrived to restore order in this sector, for now this remains heavily under the Colonial Loyalist Militia's control...

You jump into a sector that has recently been placed under the control of the Colonial Militia. Reports coming in from Federation spies have reported that the Colonial Navy has failed to gain control from stubborn local resistance and as such Rebel High Command has transferred full command to the Militia. Now the familiarity of CLA Naval order has now been replaced by the chaos of the CLA Militia...

You arrive at what local sources described as an almost abandoned sector. The failure of the CLA Navy to restore Rebellion control has prompted the Militia to instead brand their own 'justice' on this sector, by razing everything to the ground. But while most of the region's civilian hubs have been abandoned, the Loyalist militia set up their own flag, taking what they please. Proceed here with caution...

### Sector arrival (Rebel CLA Navy-controlled)

Upon arrival of this sector, your ship runs initial scans on the local system and tap into local sources at a nearby station. It seems the CLA Navy is in full control here. The Rebellion has not lost this territory since its inception and continues to rule with a somewhat tight grip on the populace. However while they will provide safe harbour to those affiliated with the Rebel Cause, they won't for you. Keep your hull repaired and prepare for the worst...

You arrive at a small outpost in a new sector. It seems that the Colonial Loyalist Association Navy has recaptured this sector from the Federation. Once again the removal of Federation

symbols have been torn down for Rebel icons. Now only the cold, hard gaze of the Rebellion watches over this sector.

You arrive at a small outpost in a new sector. It seems that the Colonial Loyalist Association Navy has recaptured this sector from Local Authorities. Currently they are rebuilding the sector in the image of the Rebellion, so expect high CLA influence within the region.

You arrive at a small outpost in a new sector. It seems that the Colonial Loyalist Association Navy has recaptured this sector from local Corporate Authorities. The vast resources these corporations held were very valuable for the CLA Navy, especially in their effort to rebuild the Rebel war machine...

You arrive at a small outpost in a new sector. It seems that the Colonial Loyalist Association Navy has been handed this sector from the CLA Militia at the directive of Rebel High Command. According to Federation Naval Intelligence, this sector has been designated for rebuilding and eventual integration back into full rebellion control under the watchful gaze of the CLA Navy, and by extension the Greater Rebellion...

You arrive at a small outpost in a new sector. It seems that the Colonial Loyalist Association Navy has been confiscated from the CLA militia. The unruly behaviour of the Militia has made Rebel High Command anxious and efforts to restore complete Rebel control have fallen on the more capable CLA Navy. Now they have begun restoring order in the region, and rebuilding all those colonies that were damaged by Militia raids...

You arrive at a major trade hub for the CLA Navy. It seems the Rebel High Command was right in placing their trust in the Navy, according to Federation Intelligence files. And if it is one thing that the rebellion should learn, is that people will place their trust in something that will bring order, not sow chaos...

### Sector arrival (Rebel Remnant High Command-controlled)

You jump into a new sector, which according to the latest star chart is considered uncharted wild space. Federation Naval Intelligence says otherwise, and has stated that this sector is home to large elements of Rebel High Command. Economic activity is non-existent here, and the Rebel stations and colonies here will outright try to kill you, avoid bases at all cost...

You jump into a desolate sector, which according to the latest star chart has been abandoned by most of the local powers. However Federation spies report that elements of the upper echelons of Rebel Command are hiding here. Be on your toes...

You jump into a new sector, which the majority of it, according to the latest star charts, are uncharted nebulas. This however provides a perfect cover for the upper echelons of Rebel High

Command which according to Federation spies, have anchored themselves in this nebula. Economic activity is barely visible, and no bases will provide safe harbour for you, so keep your hull in top shape...

#### Arrival in Hidden Rebel Elite Sector (without Quest for Federation Shadow Fleet)

You jump into a new sector, which the majority of it, according to the latest star charts, are uncharted nebulas. Federation Intelligence Reports says otherwise, and has stated that this sector is home to the beating heart of the Rebellion. Federation Naval Intelligence suggests you steer clear of any Rebel bases, but has suggested you monitor the situation here...

#### Arrival in Hidden Rebel Elite Sector (Quest for Federation Shadow Fleet)

You jump into a new sector, which the majority of it, according to the latest star charts, are uncharted nebulas. Federation Intelligence Reports says otherwise, and has stated that this sector is home to the beating heart of the Rebellion. Federation Naval Intelligence suggests you steer clear of any Rebel bases, but has suggested you monitor the situation here...

Option two:

(access codes) proceed to the staging grounds

## All Rebel Sector Type Events

### Loyalist Navy vs Militia (All Rebel Sectors)

When you jump in you find yourself in the middle of a standoff between two ships with Rebel markings...

1. Fight them.
2. Hail them
3. Leave them alone

#### Option 1

Seeing your approach, the Rebel marked engi ship flees and the other moves in to attack.

1. Continue (Fight Navy ship)

#### Option 2

50%

Only the scout responds to your hail. You see that it's piloted by a group of rebels. "What do you want? Can't you see we're in the middle of something? Federation or not, we don't have time to..." The captain stops and seems to have realize something, "Boys, this is our chance! Show them we we've got!" Weapons up.

1. Continue (Fight rebel federation/engi scout)

50%

The Rebel Fighter quickly responds, "Stay out of this, this isn't your-" He looks to another monitor, "Hey, what are you doing?! This isn't your fight, let us handle it!" It's too late though, the other ship is already approaching fast with its weapons hot!

1. Continue (rebel fed/engi scout)

Option 3

You stay clear of them and charge your FTL Drive.

### Event: rebel decoy/Civ ship trading Event (All Rebel Sectors)

A civilian ship is broadcasting an offer to trade for supplies on all channels! What should we do?

1. Hail back
2. Don't hail

Option one:

The ship's captain greets you warmly, and asks you to step inside and see his wares.

1. Accept
2. Offer to use your teleporter to teleport supplies on and off his ship

*Option One:*

50% chance of this:

The captain eagerly accepts your offer and shows you his wares.

25% chance this happens:

The moment you open the airlock after docking with the trader, you realise that the crew are all rebels! One fires at you, but his shot misses. You make a hasty retreat and prepare for combat.

25% chance of this:

The moment you open the airlock after docking with the trader, you realise that the crew are all rebels! One fires at you, but his shot is blocked by one of your crew, who was killed by the shot. You make a hasty retreat and prepare for combat. There's no time for mourning now.



*Option two:*

50% chance of this:

The captain eagerly accepts your offers and he shows you what wares he has.

50% chance of this:

The captain powers up his weapons, closing off comms! It appears it's a rebel privateer!  
Weapons up!

*Option two:*

It's too risky to trade in this sector. You decide to politely refuse and continue.

1. continue.

### Event: Abandoned Outpost (Militia, Corporate and Hidden Rebel Sectors)

When you first jump in, you think the beacon is empty. Then, warning light go off and you see Rebel Outpost with functioning Planetary Defense Systems. It doesn't seem to have detected you, despite your close proximity.

1. Go down to investigate
2. Quickly leave before they notice you

*Option 1:*

25% chance -

You move in closer only to discover it's abandoned. Suddenly, the outpost's anti ship battery hits you head on! You must escape before they destroy you!

1. Continue

(Some damaged systems, preferably piloting if you can specify that + asb danger)

75% chance -

You move in, and it appears to be abandoned. There's a lone Elite fighter and a storage depot. The fighters lights and engines are on.

1. Attack the fighter while you have the upper hand!
2. Go for the storage depot
3. [Lifeforms scanner] Scan for life in the station
4. [Slug Crew Member] Have you Slug crewmember see if there's any life forms in the outpost

Option 1:

75%

The Elite fighter powers up its weapons and prepares to attack!

1. Continue

(Elite fighter, it should be hard and not worth fighting)

25%

You fire off a single shot and happened to hit a fuel reserve. The ship was already coming apart, likely because the engines had been since the post was abandoned, so the ship explodes. In the debris, you find a weapon in working condition as well as some scrap.

1. Continue

(low scrap only, weapon)

Option 2

*75% chance*

You land next to the depot and carefully go inside. It's filled to the brim with military supplies. You take as much as you can.

1. Continue

(High reward, possible weapon)

25%

You land next to the depot and carefully step up to the massive doors. It's obviously rigged to explode. You walk head back into your ship, disappointed that you got nothing from coming down here. Upon igniting your engines, however, the entire depot explodes, causing major damages to your hull.

1. Continue

(5-10 hull damage)

Option 3 and 4

80%

It is quickly apparent that this station is abandoned. You loot the depot, which is full of military supplies, and take some equipment off the elite fighter before shutting it off.

1. Continue

(High reward + Weapon)

20%

Several humans are detected inside the elite fighter, so you steer clear of the station.

1. Continue

## Rebel Argument (REBEL MILITIA, CORPORATE AND NAVY SECTORS)

You jump into a system where you find a Rebel Corvette and a Loyalist Militia Cruiser standing off. They seem to ignore you and your attempts to hail them go unanswered. After a short time, they notice you and dismissively say, "This is none of your concern. Normally I'd blow you to pieces but we're preoccupied at the moment." They close communications and continue arguing over an encrypted frequency.

1. Make a getaway while you can.
2. [Level 1 Sensors] Listen in on their conversation.
3. [Level 1 Hacking] Hack into their comm frequency.

### Option 1

You decide not to push your luck and charge FTL Drive.

1. Continue

### Option 2 & 3

With a bit of tinkering, you're able to tap into their frequency and listen to their conversation.

1. Continue

"Why can't you just give us a chance? Ever since we decided to join your dying group of racists we've been put on "protest control"! What does that even mean?! Does your little echo chamber of a-" The Loyalist Militia Cruiser is quickly cut off by the Rebel captain. "Insulting our motives and ways of thinking does not make you right. If you don't want to help us, feel free to leave. Go ahead, go back to your precious Federation, I'm sure they'll fix everything."

1. Continue...
2. Leave before they notice you.

### Option 2

You decide not to push your luck and charge the FTL Drive.

1. Continue

### Option 1

"Just because we want better assignments doesn't mean we disagree with the Rebel cause. But we do. Are you too insecure about being 'common and uninteresting'? Is that it? Is your fragile ego being compromised as we speak?"

"We will not be humiliated by low life lower class delinquents. As stated before, I'm sure the Federation will be a real safe haven for people such as yourself."

1. Hey, that's not our fault...

5% chance

You accidentally say that aloud into the frequency and the conversation stops. Realizing that you're Federation, the Loyalist fires a shot right at your weapons before jumping away, and the Rebel goes in to fight (delete this or no?)

1. Great, wonderful

(Fight + weapons damaged)

95% chance

"You know what? I bet the Federation would be great! At least it's empty of SLUGS like you." It looks like they've resorted to name calling.

"S...slug? Y-you're a-a slug!"

"Hated by the Federation, lying, greedy, slimy. The Rebellion and slugs have a lot in common, come to think of it. Dirty, writhing slugs. How do you even see out of those tiny little cockpit windows? I bet you have to use your telepathy-"

"W-we will have none of this! Get back to your post or...or else!" The Rebel Captain powers up its guns threateningly, clearly trying his best not to get any more upset than he already is.

1. Continue...

2. Leave before you get wrapped up in a battle.

## Option 2

You decide that the chance of a fight breaking out is too high, and you stay clear of the area.

## Option 1

The Militia Loyalist says smugly, "What, don't like slugs? Fine, if you are really so hurt, we'll go back to neutralising human civilians at the border, because that agrees with our motives." They jump away as soon as he finishes. In the background, you can hear Rebel crew yelling from the other side of a door, "REALLY, Captain? That's the best you could do to diffuse the situation? Oh we're gonna get demoted for sure. We just got this fancy new Elite Cruiser, and now we're gonna get booted out of it!" He mumbles something else before resuming, "He called you a SLUG, captain. Are you telling me you've never been name called in your life? And now look what's happened."

1. Continue

"IT'S NOT THAT!" yells the Captain, who you can tell is tearing up, "I just...a lot's been on my mind recently...I hate seeing our crew being torn apart...Henry, we've known each other since we were kids! Now look at us...tearing apart families, ruining the political state of the galaxy, taking one life after another...just because we think we're better than everyone else? DON'T YOU SEE HOW WRONG THIS IS? We've lost 6 Loyalist crews just this week...we're losing people faster than we're gaining them...I used to think that joining the Rebellion was the best

decision we could have ever made...now look at at. We're on the losing side. What are we going to do?"

1. Continue
2. This feels wrong...we should leave.

It's hard to tell from the grainy quality of the audio, but you think you hear several pairs of feet approach the door. "Sorry, Captain, but with can't let your emotions get in the way of our cause. Especially not after last time. Do you know how hard it was to hide what you let slip from upper management? We're not gonna take this anymore." You hear the door break down and a rifle fire, and everything goes silent. Shortly, someone approaches the microphone and shuts off communications. The state of the Rebellion is worse than you thought.

1. Continue

#### Option 2

Even if they are rebels, this is none of your business.

1. Continue

## Corporate Rebel Sector Events

### Rebel Mining Asteroid (Corporate Rebel Sectors)

As you jump into the system, you find a vast asteroid field. As soon as you move your ship in closer, a civilian mining station hails you, just as move closer to the asteroid field.

"Hey there, we've recently run out of drone schematics to carry out our operations, do you mind giving us some for some scrap?"

1. Give 2 Drone Schematics
2. Give 10 Drone Schematics
3. Attack the station! They've got wealth for the taking!
4. Apologise and leave

#### Option 1

50%

You dock into the station and prepare to hand over your drone schematics. In the docks, it looks like this station is owned by Sigma Mining and Demolitions. While they seem neutral enough, you are weary of any sign of rebel sympathisers.

They hand over the scrap and you prepare to leave. This station seems independent enough but you won't take your chances in this sector.

[Low Scrap Reward]

50%

You dock into the station and prepare to hand over your drone schematics. In the docks, it looks like this station is owned by Sigma Mining and Demolitions. While they seem neutral enough, you are weary of any sign of rebel sympathisers.

As soon as you hand over the drone schematics, the dock master pulls you in closer and whispers, "You should've given us more".

Rebel Loyalists jump out with guns and you are forced to make a hasty retreat. As you try to jump out of the system, a Loyalist Militia ship jumps in and immediately starts attacking you! To arms!

[Ship battle]

## Option 2

50%

You dock into the station and prepare to hand over your drone schematics. In the docks, it looks like this station is owned by Sigma Mining and Demolitions. While they seem neutral enough, you are weary of any sign of rebel sympathisers.

They hand over the scrap and you prepare to leave.

"Pleasure doin' business!"

This station seems independent enough but you won't take your chances in this sector.

[Medium scrap reward]

50%

You dock into the station and prepare to hand over your drone schematics. In the docks, it looks like this station is owned by Sigma Mining and Demolitions. While they seem neutral enough, you are weary of any sign of rebel sympathisers.

They hand over scrap. However before you leave, the dock master says something.

"I know you are Federation loyalists. We were planning to make the Rebellion proud, but since you were willing to help us, I will let you go. I cannot say however for my brethren, who will be jumping into this system any moment. But this gift should be enough to stop them..."

You run back to the ship with your new weapon installed by the station workers, and prepare to take on the Rebel Loyalists.

[High Scrap reward, weapon, and battle with Rebel Loyalist/Colonial Trading Solutions Ship]

### Option 3

50%

Any supporters of the Rebellion must be purged from the galaxy. They parade as neutral contractors but in reality, are just as bad as the monsters who began this charade. Initially your crew seems cautious about this command but in the end it is wholeheartedly supported. They're out for blood and they want vengeance for all the death that the Rebellion has brought. Death to the Rebellion! You move to attack, and a Colonial Trading Solutions vessel moves to intercept!

[Fight Colonial Trading Solutions Ship]

50%

You are about to carry out the attack when one of your crew members mutiny.

"I'm sorry sir, but in order to bring peace to the galaxy, we can't kill innocent civilians that may have loyalties to the rebellion. You have become the very thing that nearly brought the end of the Federation..."

He boards a shuttle and leaves. Meanwhile, you press the attack, and a Colonial Trading Solutions vessel moves to intercept!

[Crew member is gone, Fight Colonial Trading Solutions Ship]

### Option 4

50%

These miners seem friendly enough, they let you leave before their 'Loyalist' friends arrive. For now, this station remains wholly divorced from the Rebel Loyalist,

50%

You try to leave but Loyalist ships jump in!

"You should've helped us...but you are no better than your Federation lackeys"

Prepare for a fight!

[Rebel Loyalist/Colonial Trading Solutions Ship]

## Militia Rebel Sector Events

### Rebel 'Loyalist' Outpost (Militia Rebel Sectors)

As you jump into the system, you discover a 'Loyalist' outpost on a distant planet and the signs of battle between a local militia and CLA militia above the atmosphere. It seems that the Loyalist have won this battle, but they haven't noticed you...

1. Attack the outpost
2. Leave them be, they've won for today
3. [Increased Sensors] Use your sensors to find a weak spot in the Outpost

#### Option 1:

The Loyalists shall not get away with their crimes! But as you prepare to attack the Loyalist Ship, planetary artillery fires a salvo towards your ship! Prepare for a Fight!

[Fight Loyalist Ship with enemy ASB]

#### Option 2

50%

What befell the militia may befall you. These Rebels will all pay for their war crimes, but today is not the day you fight. You prepare to jump, with the Loyalist ships still busy salvaging the remains.

50%

Your ship spools up the FTL drive but as soon as you try to jump, Loyalist ships notice you on their sensors! Action Stations!

[Fight Loyalist Ship with enemy ASB]

#### Option 3

25%



With your increased sensors, destroy the enemy planetary artillery. With it the Loyalists get cold feet and jump away out of cowardice. While the Rebellion is usually known to fight to the death, it seems the loyalists are just opportunistic thugs who prey on the weak in the name of the Rebellion.

You salvage what you can of the battlefield before the Loyalist Armada brings reinforcements.

[Medium Scrap Reward]

75%

With your increased sensors, destroy the enemy's planetary artillery. But the Loyalist fighters detect you and attack your ship. Action Stations!

[Fight Loyalist Ship]

## Naval Rebel Sector Events

### Civilian Fleet (Naval Rebel Sector)

You arrive at a system dotted with local militia capital vessels. It looks like they're preparing for a big battle. It is likely that there will be an offensive against loyalist forces, who unlike the actual remnants of the Rebellion, still hold large capital ships to contend with Federation forces. Best leave before anything happens...

### Civilian vs. Loyalist battle (Rebel Naval Sector)

As you jump in, warning signals blare all over the board. It seems you have jumped into the middle of a battle!

The admiral hails you, "Federation vessel, we request your help. You are free to engage any enemy ship." In the background you hear the CIC in the flagship announcing your presence on the battlefield.

1. Engage the Loyalist Escort Cruisers at the heart of the Colonial Loyalist Fleet
2. Engage the weak enemy vessels on the flank
3. Attack the support vessels, thereby cutting of their resupply and repair

### Option 1

You move into engage the CLA Navy Escort Cruiser. The ship reminds you of the countless Rebel capital ships in the fleet back during the height of the Rebellion. But this is not the time to be thinking about the war.

However as you move to engage, the enemy admiral must've called upon fire support. They're firing salvos of Anti-Ship Batteries! To arms!

[Fight Loyalist Rebel Capital Cruiser with, Enemy ASB]

*With the Escort Cruiser Destroyed, it gives enough time for the Local Militia Capital ships to fire on the enemy Flagship. The Colonial Loyalists, after seeing their flagship destroyed by the Militia Capital ships, are immediately thrown into chaos. Without their superiors the discipline of the Navy completely breaks down to the point that the CLA Navy resembles their militia counterparts. The Local Militia. After the battle, the Admiral contacts you.*

*"Thank you for your support. It seems that you have revealed the weakness in their tactics. Take this as compensation..."*

[High Scrap Reward and a Weapon]

### Option 2

"Great idea captain!" says the Admiral of the Militia fleet, "I will get one of my cruisers to provide you cover, and you take out those enemy vessels!"

You move into position as you prepare for an attack run...

[Fight loyalist fighter (Fed repainted or Rebel) with Friendly ASB]

*It seems that with the flank collapsing, the CLA Navy jumps away, leaving their support ships and fighters as easy pickings for the militia.*

*"Thank you for your support", Hails the Admiral. "While we haven't been able to land a decisive blow, I will compensate you for your actions"*

[Medium Scrap Reward]

### Option 3

You outmanoeuvre the CLA Capital ships and their fighter squadrons to find the support vessels. It seems the Colonial Loyalists are in short supply of vessels as a bunch of Rebel

riggers are being supported by what looks to be repainted Federation tech and Engi Tech. Hard times have fallen on the Rebellion

It seems the Loyalist are have relegated these vessels for support drone services. They seem relatively undefended. You prepare to take them out...

[Fight Loyalist Engi ship/Rebel Support vessel/Rebel Fed Scout]

## Hidden Rebel Sector Events

### Event: Nebula Rebel Station (Hidden Rebel Sectors)

Through the wisps of gas you see what at first appears to be a civilian station. Upon closer inspection you see that it in fact is a Rebel Station. You hide the ship in the nebula, don disguises, and board a shuttle to the station. You are greeted by a malnourished rebel dock foreman. He meekly says, "You are welcome to trade, but be warned, the eyes of the Rebellion are watching your every step". His words don't seem to hold any weight, but you are wary nonetheless of rebel enforcers...

1. [Augment: Trading goods] Sell Consumer Goods
2. [Augment: Space rations] Sell rations
3. [Augment: Mined Water] Enquire about selling water
4. Investigate further into the station

#### Option 1

You walk over to the nearest black market, despite all the suspicious looks from the locals at the docks. You notice all the goods around the markets and try to find a place to sell your goods. The Rebellion was not known for an economy which relied on trade with currency, but it maintained a healthy economy during its height- though it's

#### 75% Chance

After securing a favourable deal you hand over the goods and gain a somewhat good amount of scrap. But then again, who's to gain a good deal in these troubling times.

[Low-Medium Scrap Reward]

#### 12.5% Chance

You walk into the market but then get caught by Rebel Enforcers. Despite them questioning you, they don't even realise you are part of the Federation. You give them the goods, and in exchange they pass you a key to an old storeroom in exchange for your goods. You follow the directions they gave you and walk through a scrapyard to get there. The Rebellion seems worse for wear and they seem to be breaking up a lot of their old vessels.

[Medium Scrap Reward, Low-Tier Weapon/Drone]

#### 12.5% Chance

You walk into the market but then get caught by Rebel Enforcers. Despite them questioning you, they don't even realise you are part of the Federation. You give them the goods, and they leave without a word.

#### Option 2

You find the nearest governmental building, or what they call the Colonial Trading Solutions Building. In the Rebellion, all trade is done by the state, for the state, under a variety of puppet corporations, such as Colonial Trading Solutions. Inside, you lie that you are but a mere trader, trading foodstuffs to the rebellion. Hiding the fact that you are part of the Federation, you sign the various bureaucratic forms to receive your payment. And the Rebellion does not pay well.

[Low Scrap Reward]

#### Option 3

You find the nearest governmental building, or what they call the Colonial Trading Solutions Building. In the Rebellion, all trade is done by the state, for the state, under a variety of puppet corporations, such as Colonial Trading Solutions. Inside, you lie that you are but a mere miner, selling water to the rebellion.

#### 75%

Hiding the fact that you are part of the Federation, you sign the various bureaucratic forms to receive your payment. And the Rebellion does not pay well...

[Low Scrap Reward]

#### 15%

As the company clerk checks your files as to the purchase of your water, they find that the water was originally mined from Prometheus Mining Conglomeration and you forgot to take the

company labels off them. The Clerk immediately calls in Rebel enforcers, and you sprint back to your ship with the Enforcers trying to board your ship!

[Boarders]

10%

Dismayed that your water does not meet the regulations of the Rebels' standards, you leave the Colonial Trading Solutions and prepare to head back to your ship. Maybe next to you will prepare to meet Rebellion Standards...

Option 4

You head into the station and explore the living catacombs of the now extremely dated station. Metal pipes sprawl everywhere and the heat is unbearable. In it, people huddle in dilapidated shelters amongst the poorer sections. However you glimpse the party chambers, where the contrasts the strikingly poor populace. It seems this area indicates a military with a state...

75%

In walking the streets, you see the guards strutting about in their uniforms. However as you try to hide, you are discovered by the Rebel Enforcers. Immediately recognising you as a trader in an off limits zone, they sound the alarm, and chase you all the way back to the ship. Intruders!

25%

It seems that you are able to avoid all the Rebel Enforcers. However as you walk, a man pulls you into his shelter.

"What are you doing! You have to hide! Better yet, I know you are Federation. I am a spy, studying Rebel society. Here take this and get out of here before you jeopardise my colleagues!" You take his meagre reward. Any more and the Enforcers might've gotten very suspicious about Federation intelligence operating within Rebel territory...

[Small scrap reward]

Federation Stealth vessels (Hidden Rebel Sector - 15% chance of receiving this event at the beginning of a hidden Rebel sector)

You jump into the system. Initially, nothing seems to show up on the map, but as you move your ship in to a nearby asteroid field, you find a large fleet of Federation Stealth ships. What appears to be a formation of Federation Stealth Tactical Fighters escort you to the closest capital ship.

The Admiral hails you immediately. "You seem to have the right clearances...good. This Admiral Tully of the Shadow Fleet, I assume you aren't here on behalf of the Federation Brass, or those fops who call themselves senators?"

"Regardless we have a mission for you of vital importance, we need you to deliver these supplies to one of our operative cells in this sector."

You agree and prepare to head off with the supplies

[Given 5 Missiles and 5 Drone Parts]

## Concept Weapons

### Cruise missile

```
<weaponBlueprint name="MISSILES_CRUISE_1">
  <type>MISSILES</type>
  <tip>tip_missiles</tip>
  <title>Cruise Missiles</title>
  <short>Cruise M.</short>
  <desc>This powerful missile uses slow speeds to penetrate all shields. However this means it is weak to defense drones.</desc>
  <tooltip>Fires 1 missile which does 5 damage; pierces all shields.</tooltip>
```

```

    <damage>5</damage>
    <missiles>1</missiles>
    <shots>1</shots>
    <sp>5</sp>
    <fireChance>1</fireChance>
    <breachChance>1</breachChance>
    <stunChance>1</stunChance>
    <cooldown>25</cooldown>
    <power>4</power>
    <cost>100</cost>
    <bp>5</bp>
    <rarity>1</rarity>
    <image>missile_1</image>
    <launchSounds>
        <sound>smallMissile1</sound>
        <sound>missile_large</sound>
    </launchSounds>
    <hitShipSounds>
        <sound>smallExplosion</sound>
    </hitShipSounds>
    <hitShieldSounds>
        <sound>smallExplosion</sound>
        <sound>smallExplosion</sound>
        <sound>smallExplosion</sound>
    </hitShieldSounds>
    <missSounds>
        <sound>miss</sound>
    </missSounds>
    <weaponArt>missiles_1</weaponArt>
    <iconImage>missile</iconImage>
</weaponBlueprint>

```

Exact purposes: the Cruise missile is slow yet deadly, and pierces all shields- but note that it's slow AF because if it goes faster it'll crash into the shields.

```

<weaponBlueprint name="UQ_SCHMIDT">
    <type>LASER</type>
    <flavorType>Concentrated Energy Blast</flavorType>
    <title>Schmidtty Supreme</title>
    <short>S. Sme.</short>
    <tip>tip_energy</tip>
    <locked>1</locked>

```

```

    <desc>A Cygnus engineer was inspired by a game to modify an Energy Cannon.
    Pierces 2 shields and does 2 ion damage, but needs more power.</desc>
    <tooltip>Fires a single blast that does 1 ion damage and 1 hull damage. Can hit and
    disable shields as well as systems.</tooltip>
    <damage>1</damage>
    <ion>2</ion>
    <speed>30</speed>
    <shots>1</shots>
    <sp>2</sp>
    <fireChance>4</fireChance>
    <breachChance>0</breachChance>
    <stunChance>5</stunChance>
    <cooldown>11</cooldown>
    <power>2</power>
    <cost>70</cost>
    <bp>3</bp>
    <rarity>2</rarity>
    <image>ion_1_shot</image>
    <explosion>explosion_small_ion</explosion>
    <launchSounds>
        <sound>ionShoot1</sound>
        <sound>ionShoot2</sound>
        <sound>ionShoot3</sound>
    </launchSounds>
    <hitShipSounds>
        <sound>ionHit1</sound>
        <sound>ionHit2</sound>
        <sound>ionHit3</sound>
    </hitShipSounds>
    <hitShieldSounds>
        <sound>ionShields1</sound>
        <sound>ionShields2</sound>
        <sound>ionShields3</sound>
    </hitShieldSounds>
    <missSounds>
        <sound>miss</sound>
    </missSounds>
    <weaponArt>energy_1</weaponArt>
    <iconImage>ion</iconImage>
</weaponBlueprint>

```